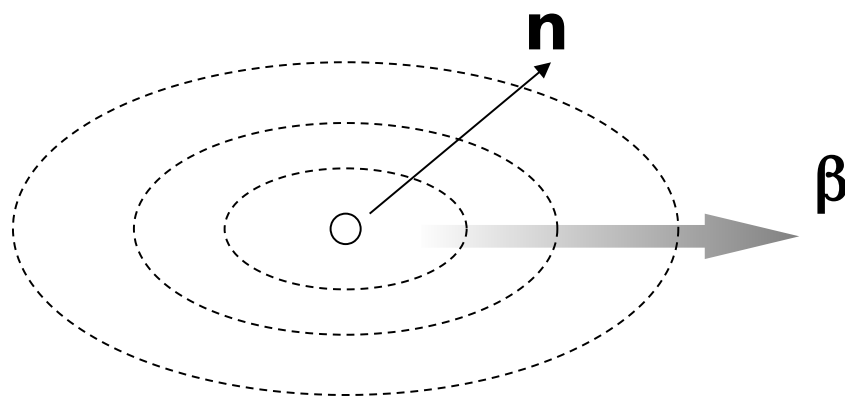
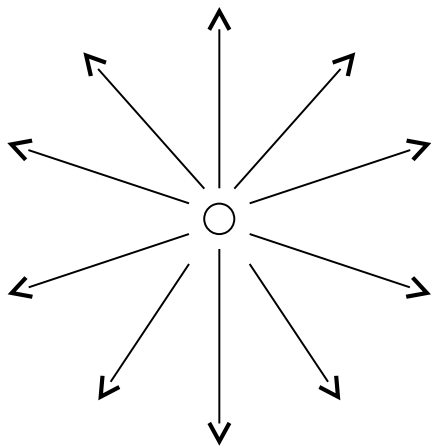


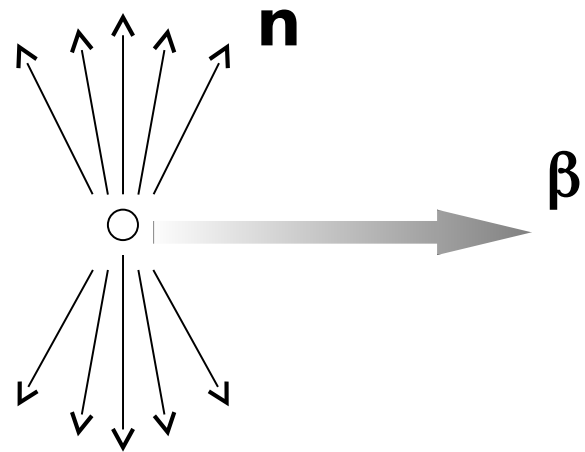
static



close to light speed



static



close to light speed